

Amendments to and Listing of the Claims:

This listing of the claims will replace all prior versions and listings of the claims in the application. Please add new claims 15-18. Please also amend claims 1 and 8-13, wherein strikethroughs and double brackets indicate deletions and underlining indicates additions, as follows:

1. (Currently amended) An amusement device system comprising:

a first amusement device having a controller and a memory, the memory of the first amusement device including a plurality of games selectable for play by a user at the first amusement device;

a shared resource device operatively connected to the first amusement device;

a second amusement device having a controller and a memory, the second amusement device being in communication with the first amusement device, the second amusement device accessing ~~and controlling~~ the shared resource device through the first amusement device, the controller of the second amusement device controlling the shared resource device by commanding inputs/outputs of the controller of the first amusement device.
2. (Original) The amusement device system of claim 1, wherein the shared resource is at least one of a modem, a printer, a currency acceptor, a magnetic card reader, a video display, and an input device.
3. (Original) The amusement device system of claim 2, wherein the input device is one of a trackball, a mouse, a voice-recognition system, a touchscreen, a keypad and a keyboard.

4. (Original) The amusement device system of claim 1, further comprising an audio system operatively connected to one of the first and second amusement devices.

5. (Original) The amusement device system of claim 1, wherein the second amusement device communicates to the first amusement device using a local area network or a wide area network.

6. (Original) The amusement device system of claim 1, wherein the second amusement device communicates to the first amusement device using a wireless or a hardwired communication system.

7. (Original) The amusement device system of claim 1, wherein the second amusement device communicates to the first amusement device using a point to point connection.

8. (Currently amended) The amusement device system of claim 1, wherein the controller of the first amusement device runs a terminal server application upon the request of the controller of the second amusement device, the terminal server application being configured to accept commands to control the inputs/outputs of the controller of the first amusement device; ~~the controller of the second amusement device controlling the shared resource device by commanding the inputs/outputs of the first amusement device using the terminal server application.~~

9. (Currently amended) The amusement device system of claim 1, further comprising:

a plurality of additional amusement devices each having a controller and a memory, each of the plurality of additional amusement devices being in communication with the first amusement device, each of the plurality of additional amusement devices accessing and controlling the shared resource device through the first amusement device, each controller of the plurality of additional amusement devices controlling the shared resource device by commanding inputs/outputs of the controller of the first amusement device.

10. (Currently amended) An amusement device system comprising:

a first amusement device having a first housing, a first controller and a first memory, the first controller and the first memory being disposed in the first housing, the first memory of the first amusement device including a plurality of games selectable for play by a user at the first amusement device;

a first shared resource device operatively connected to the first amusement device, the first shared resource device being disposed in or on the first housing;

a second amusement device having a second housing, a second controller, [[and]] a second memory, and a user interface operatively connected to the second controller, the second controller and the second memory being disposed in the second housing, the second amusement device being in communication with the first amusement device, the second amusement device accessing and controlling the first shared resource device through the first amusement device, the second controller controlling the first shared resource device by commanding inputs/outputs of the first controller; and

a second shared resource device operatively connected to the second amusement device, the first amusement device being in communication with the second amusement device, the first amusement device accessing and controlling the second shared resource device through the second amusement device.

11. (Currently amended) The amusement device system of claim 10, further comprising:

a third amusement device having a controller and a memory, the third amusement device being in communication with the first and second amusement devices, the third amusement device accessing ~~and controlling~~ the first ~~and second~~ shared resource device[[s]] and the user interface through the first and second amusement devices, respectively, individually or simultaneously, the controller of the third amusement device controlling the first shared resource device by commanding inputs/outputs of the controller of the first amusement device and controlling the user interface by commanding inputs/outputs of the controller of the second amusement device.

12. (Currently amended) The amusement device system of claim ~~[[10]]~~ 18, wherein the second amusement device accesses and controls the first shared resource device through the first amusement device while the first amusement device simultaneously accesses and controls the ~~second shared resource device~~ user interface through the second amusement device.

13. (Currently amended) The amusement device system of claim 10, further comprising:

a plurality of additional amusement devices each having a controller and a memory, each of the plurality of additional amusement devices being in communication with the first and second amusement devices, each of the plurality of additional amusement devices accessing ~~and controlling~~ the first ~~and second~~ shared resource device[[s]] and the user interface through the first and second amusement devices, respectively, individually or simultaneously, each controller of the plurality of additional amusement devices controlling the first shared resource device by commanding inputs/outputs of the controller of the first amusement device and controlling the user interface by commanding inputs/outputs of the controller of the second amusement device.

14. (Previously amended) A method of controlling a shared resource in a networked system of amusement devices, the networked system including at least a first amusement device having a controller and a memory, a shared resource device operatively connected to the first amusement device and a second amusement device having a controller and a memory, the second amusement device being in communication with the first amusement device, the second amusement device accessing and controlling the shared resource device through the first amusement device, the method comprising:

using the controller of the second amusement device to make a request that the controller of the first amusement device run a terminal server application, the terminal server application being configured to accept commands to control the inputs/outputs of the first amusement device controller, the memory of the first amusement device including a plurality of games selectable for play by a user at the first amusement device, and

controlling the shared resource device using the controller of the second amusement device by commanding the inputs/outputs of the first amusement device using the terminal server application.

15. (New) An amusement device system comprising:

a video game controller;

a touchscreen video display device operatively connected to the video game controller; and

a digital jukebox controller in communication with the video game controller, the digital jukebox controller accessing the touchscreen video display device through the video game controller, the digital jukebox controller controlling the touchscreen video

display device by commanding inputs/outputs of the video game controller using a terminal server application.

16. (New) A method of controlling a touchscreen video display device in a networked system, the networked system including at least a video game controller, the touchscreen video display device being operatively connected to the video game controller, and a digital jukebox controller, the digital jukebox controller being in communication with the video game controller, the digital jukebox controller accessing and controlling the touchscreen video display device through the video game controller, the method comprising:

using the digital jukebox controller to make a request that the video game controller run a terminal server application, the terminal server application being configured to accept commands to control the inputs/outputs of the video game controller; and

controlling the touchscreen video display device using the digital jukebox controller by commanding the inputs/outputs of the video game device using the terminal server application.

17. (New) An amusement device system comprising:

a first amusement device having a controller and a memory,

a shared resource device operatively connected to the first amusement device;

a second amusement device having a controller and a memory, the second amusement device being in communication with the first amusement device; and

means for accessing and controlling the shared resource through the first amusement device by the second amusement device.

18. (New) The amusement device system of claim 10, wherein the first amusement device accesses the user interface through the second amusement device, the first controller controlling the user interface by commanding the inputs/outputs of the second controller.